
INTRIGUES IN ANTIETUM

A visit to the "New Continent" brings old terrors...

INTRIGUES IN ANTIETUM



by

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ROGUE SOFTWARE

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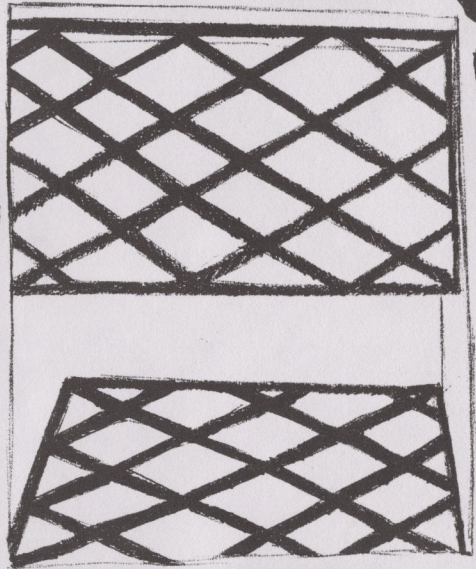
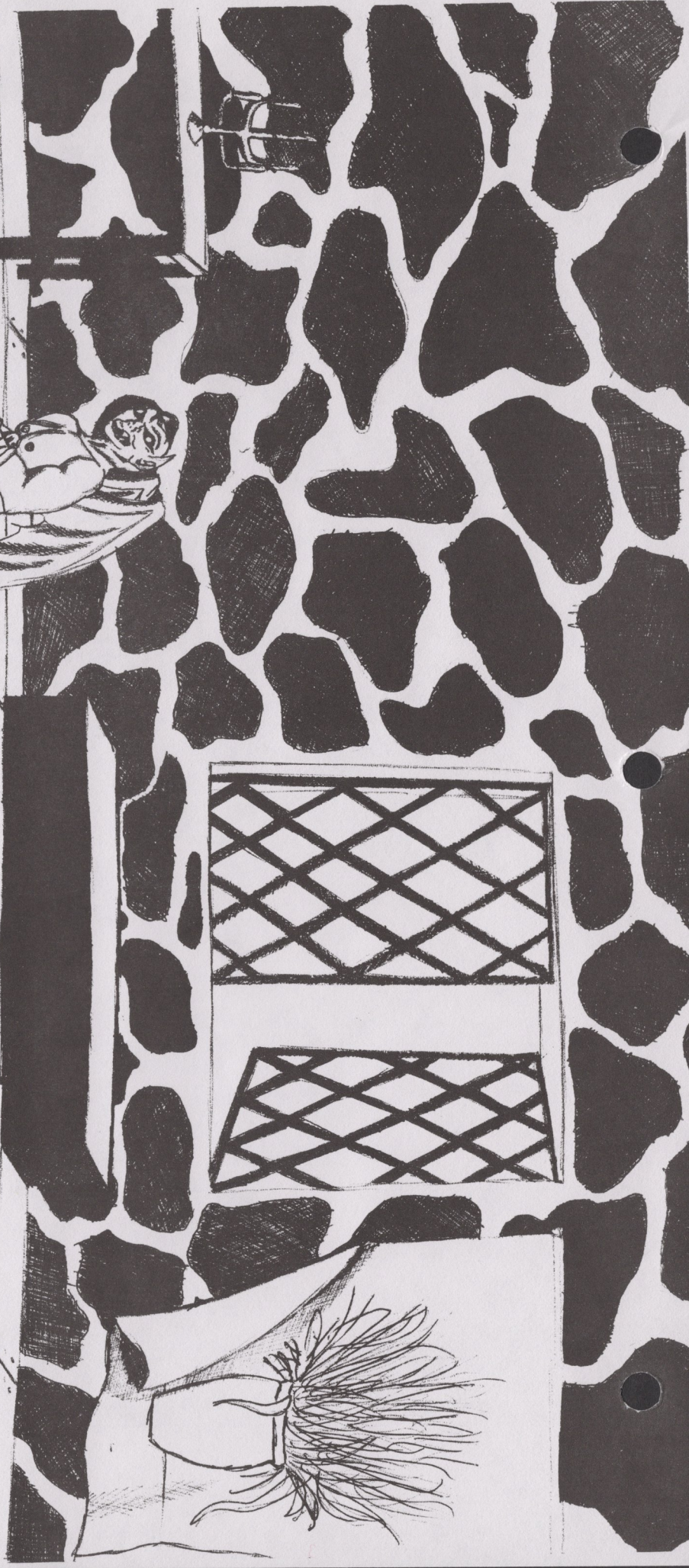
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CHAPTER 1 INSTALLATION

1.1 INSTALLATION OF ADVENTURE MODULE

To install INTRIGUES IN ANTIETUM on your computer do the following:

1. Get on the MASTER'S SCRIBE system.
2. Go to the UTILITIES section (Option #4 from MAIN MENU).
3. Go to the LOAD UTILITY (Option #4 from UTILITIES MENU).
4. Insert INTRIGUES IN ANTIETUM Diskette #1 in Drive A:
5. Type 'Y' in answer to the question ''Load files from diskette'' and hit ENTER.
6. Follow any further instructions the computer gives you.

1.2 SYSTEM REQUIREMENTS

The following hardware and software is needed to use INTRIGUES IN ANTIETUM:

YOU MUST HAVE MASTER'S SCRIBE TO RUN THIS ADVENTURE MODULE.

Computer : An IBM PC, PC/XT, or PC/AT or a 100% compatible.
Hard Disk : At least 1 meg of free disk space.
Operating System: MS-DOS, version 3.2 or later.
Display : Monochrome or color.
Computer Memory : MASTER'S SCRIBE can operate using RAM of 356K.

2.1 INTRIGUES IN ANTIETUM

To learn about the adventure INTRIGUES IN ANTIETUM, go to the word processor function of MASTER'S SCRIBE and view or print the file INTRIGUE.DOC. This file will explain the other files you should view and the order you should view them in. These files will explain about the government of Antietum, some of the more underhanded actions that have been taking place, the religious beliefs, and other interesting facts.

Please feel free to add to this information. That is what makes our adventure modules special - the freedom to change what was written.

2.2 ADDITIONAL ADVENTURES

The town of Antietum is brimming with characters and details for you to intertwine into adventures that would chill a yeti's heart. But should you need some help getting started, here are several suggestions:

INITIATION

Any character, whether a fighter, thief, or wizard, has the opportunity to join the local guild. In some cases the guild will insist on the character joining before practicing his/her trade. Sometimes they will insist forceably.

Have your characters approached by a representative of a local guild with a death threat if they do not join. If the character(s) choose to join, there should be an initiation test they must pass. For thieves, have it be a contest where they are given one night to steal as much as possible. Assassins should be sent out to return with a specific individual's lock of hair. Fighters could attempt to wrestle a monster.

SHANGHAI SURPRISE

Being a port city, Antietum has the typical waterfront with its air of rotting sea life, the screeching of the seagulls and the bars that never close. Along with all these basics comes one that could prove very interesting: the Shanghai.

Player characters can either be forcibly subdued in an alley, or plyed with sleeping potions in ale but the result is always the same: waking up to the gentle rocking of the ocean. They could be chained to an oar in a war galley about to do battle, or forced to move cargo into and out of the hold.

Perhaps the kiss of the lash will rouse the players to attempt escape or even into leading a revolt and taking over the ship.

TIME AND TIDE

A professor from the university of Antietum shows the players part of a map of caves where the evil pirate Malmic hid his treasures before he died. It is rumored that Malmic had a necromancer in his employ at the time and had his entire crew turned into zombies to guard the treasure.

The professor will strike a deal with the group: if they will give him half of what they find, he will show them the rest of the map. Once the deal is struck, the professor reveals the mouth of the caves start under the docks of Antietum and are open for only two days. In two days the tide will cover up the entrance for a year.

3.1 CHARACTER GENERATION

The following describes how character's are setup on the CHARACTER DESCRIPTION screen using ROGUE RULES. This is how the characters come to you in this adventure module. If you like, use the CHARACTER DESCRIPTION SCREEN SETUP to change the definable fields on these characters to make them match your gaming system.

The steps to generating a character are:

1. Roll up attributes.
2. Roll up physical description of character.
3. Allow player to choose further description, alignment, and class.
4. Decide on weapons/spells character can use.
5. Calculate additional attributes.

STEP 1 - ROLL UP ATTRIBUTES:

To determine attributes the player rolls four six sided dice, adding the three highest numbers together. It is recommended that any die roll of 1 or 2 be rerolled. The exclusion of the lower numbers from the roll ensures that no character will have an attribute lower than 9 at the beginning of the adventure. (What fun would it be having a character not capable of being a stable hand fighting Dragons, Trolls and other nasties.) This process is used for each attribute.

ATTRIBUTES are the measurement different abilities that characters have. There are 7 different attributes:

STRENGTH	: Physical strength of a character.
INTELLIGENCE	: Ability to acquire and retain knowledge.
WISDOM	: Ability to use knowledge in making sound decisions.
DEXTERITY	: Ability of quick and easy movement.
STAMINA	: Ability to resist or endure fatigue, hardship, and pain.
CHARISMA	: Measure of attractiveness and leadership qualities.
MANA	: Measure of ones magical strength or ability.

STEP 2 - ROLL UP PHYSICAL DESCRIPTION OF CHARACTER

HAIR: For color, roll a 20 sided dice. The number generated will match a description in Table# 1 in Table File# BEG. Choose style and length of hair too.

SKIN: For color, roll a 20 sided die. The number generated will match a description in Table# 2 in Table File# BEG.

EYE: For color, roll a 20 sided die. The number generated will match a description in Table# 3 in Table File# BEG.

CHAPTER 3 ROGUE RULES

STEP 3 - ALLOW PLAYER TO CHOOSE FURTHER DESCRIPTION, ALIGNMENT, AND CLASS

RACE: Races used by ROGUE RULES are human, elf, dwarf, and halfling.
AGE: Choose any age desired.
SEX: Male, Female, Whatever.
HEIGHT: Within limits set by Table# 4 in Table File# BEG.
WEIGHT: Within limits set by Table# 5 in Table File# BEG.

ALIGNMENT reflects a character's general outlook on life. There are three types of alignments:

GOOD : being honorable and kind to all creatures.
MODERATE: sometimes good, sometimes bad.
EVIL : seeks self gratification even at the expense of others.

CLASS is the business the character is in. A character can be in only one class. ROGUE RULES currently uses five character classes:

FIGHTER: The muscle of any adventure party, a fighter needs a high strength and a good dexterity.

THIEF: Though rarely trusted, a thief is valuable to a group by being able to find traps and secret passages. A high dexterity is a must.

WIZARD: The thinker of the adventure. Wizards, though not much of a threat when first starting out, can be extremely powerful in the higher levels. A high intelligence and a good mana are needed.

CLERICS: The pious one. Having decided to serve a particular deity, a cleric will always seek converts while doing daring deeds for the church. A high wisdom and a good mana are needed.

ASSASSIN: The assassin is a combination thief/fighter who has skills in both classes. A high strength and dexterity are important.

STEP 4 - DECIDE ON WEAPONS/SPELLS CHARACTER CAN USE

Characters are only allowed so many weapons or so many spells per level. See Table# 6 in Table File# BEG to determine how many weapons a character is proficient with. View Table# 7 in Table File# BEG for the number of spells allowed.

Once the amounts have been determined view the ROGUE BEGINNING WEAPONS item file to pick out weapons and view the ROGUE BEGINNING SPELLS item file to pick out spells desired.

CHAPTER 3 ROGUE RULES

STEP 5 - CALCULATE ADDITIONAL ATTRIBUTES

LIFE POINTS - the amount of damage a character can sustain in battle. To calculate this amount multiply stamina by experience level. A character with a stamina of 15 and a level of 3 would have 45 survival points. When survival points fall to zero the character falls into unconsciousness. When the survival points go below the inverse of the stamina, the character is dead. So if the character mentioned earlier had his stamina drop to -15, he would be dead.

MAGIC POINTS - the amount of magic a character has to put into spells. This amount is calculated by multiplying intelligence by experience level. A character with an intelligence of 13 and a level of 2 would have 26 magic points.

DEFENSE BASE - based on dexterity, this measures a character's ability to ward off damage. See Table# 8 of Table File# BEG to determine this amount.

DEFENSE MODIFIER - any addition to DEFENSE BASE due to armor, magical protection, or whatever. Any item or spell that adds to this amount will alert you to that fact in its description.

ATTACK BASE - based on dexterity, this measures a character's ability to aim a weapon. See Table# 9 of Table File# BEG to determine this amount.

ATTACK MODIFIER - any addition to ATTACK BASE due to special items, or magical help. Any item or spell that adds to this amount will alert you to that fact in its description.

SPELL CASTING - a wizard's ability to cast a spell and have it work properly. This is based on intelligence. See Table# 12 of Table File# BEG to determine the amount.

PLUS TO DAMAGE - and additional amount a character can do in damage. This is based on strength. See Table# 13 of Table File# BEG to determine this amount.

EXPERIENCE LEVEL - The level of experience a character has gained based on experience points awarded. Table# 10 of Table File# BEG gives guidelines for awarding experience points and Table# 11 of Table File# BEG tells the amounts needed to advance in levels.

CHAPTER 3 ROGUE RULES

3.2 FIGHTING

Fighting is the meat and potatoes of the adventure world. How many don't truly enjoy beating the tar out of some slime-caked monster? To fight, all a character needs is someone or something to fight with. Once that has been decided the referee must take the following steps:

1. Calculate the defense level of the creature being attacked.

DEFENSE LEVEL = creature's defense base + creature's defense modifier

2. Calculate the attack level of the creature attacking.

ATTACK LEVEL = creature's attack base + creature's attack modifier

3. Calculate the attack success amount.

ATTACK SUCCESS = 17 + DEFENSE LEVEL - ATTACK LEVEL

4. Roll a 20 sided die. If the amount on the die is equal to or greater than the ATTACK SUCCESS amount, the attack was successful.

5. If the attack was successful, determine the amount of damage done.

DAMAGE = WEAPONS DAMAGE RATING + creature's PLUS TO DAMAGE

6. Subtract the amount of damage from the character's (the one who was being attacked) life points.

See Rule# 1 in Rule File# BEG for further explanation of fighting.

3.3 MAGIC

Magic is a strong force in the adventuring universe; a natural force that is everywhere at all times. Every character has an attribute, Mana, which in unison with intelligence allows the character to tap onto the magic and use it for any number of purposes: levitation, stop object, shoot fireballs, etc.

Wizards are allowed to choose only a certain number of spells they can be proficient with. Although any spell can be used by any wizard, many spells need more magic points to function than a wizard has to use.

A wizard can control the amount of magic points that go into a spell. The more points that are used the more powerful the magic. (Spell descriptions will tell how an increase in magic points will affect the spell.)

To find the outcome of a spell cast:

1. Calculate the Cast outcome

CAST OUTCOME = 20 sided die roll + character's spell casting amount

2. Find what happens in table below

Cast Outcome	What happens
1 - 2	Miscast - Spell works on some other person or thing
3 - 5	Nothing happens, still loses magic points
6 - 7	Nothing happens, doesn't lose magic points
8 - 10	Spell works at half potency
11 - 17	Spell works
18 - 20	Spell works but only lose half the magic points

For more information, see Rule# 2 in Rule File# BEG.

CHAPTER 4 ODDS AND ENDS

4.1 ABOUT THE AUTHOR

Matt Love served for four years aboard the battleship U.S.S. New Jersey. While onboard he sailed to the four corners of the globe and had many interesting adventures - none of which can be written about here. After an honorable discharge, he enlisted in the National Guard just to be able to add to that list of stories that we can't tell you about.

An avid fan of role playing games for years, Matt has devised numerous ways to find trouble in even the quietest of towns. No village or hamlet is safe if his horse is seen. It's not that he seeks trouble - it just seems to find him.

4.2 CREDITS

THE ROGUE CREW

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Brenda McGee (For service above and beyond the call of pay), the Van Hooses for putting up with the photo session, Tom Sawyer (A mean, mean stride), Bradner, Trillion, Nib, Panda, Lyle and Debbie Zimmerman: You two are gods. Chris Coss - you saved the day.

A huge thanks to Mom & Dad - Thanks for the use of the office downstairs.

The end, the end, the... Shark!!!

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I really, really, really did buy INTRIGUES IN ANTIETUM.

CHAPTER 4 ODDS AND ENDS

4.9 REGISTRATION

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Address: _____

City: _____ State: _____ Zip: _____

Phone Number: (____) _____ - _____

Age: _____ Sex: _____

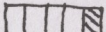
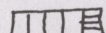
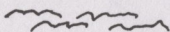
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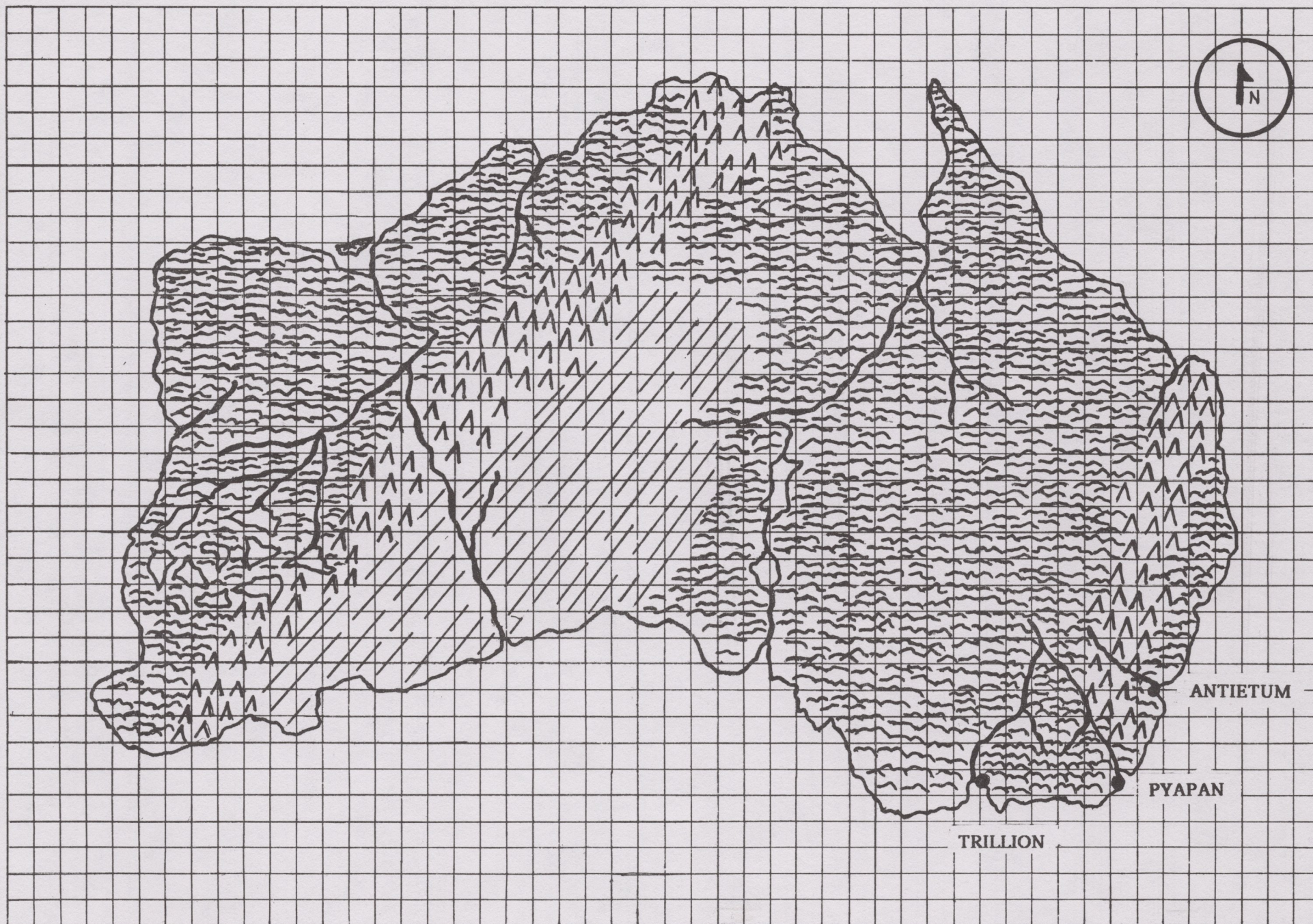
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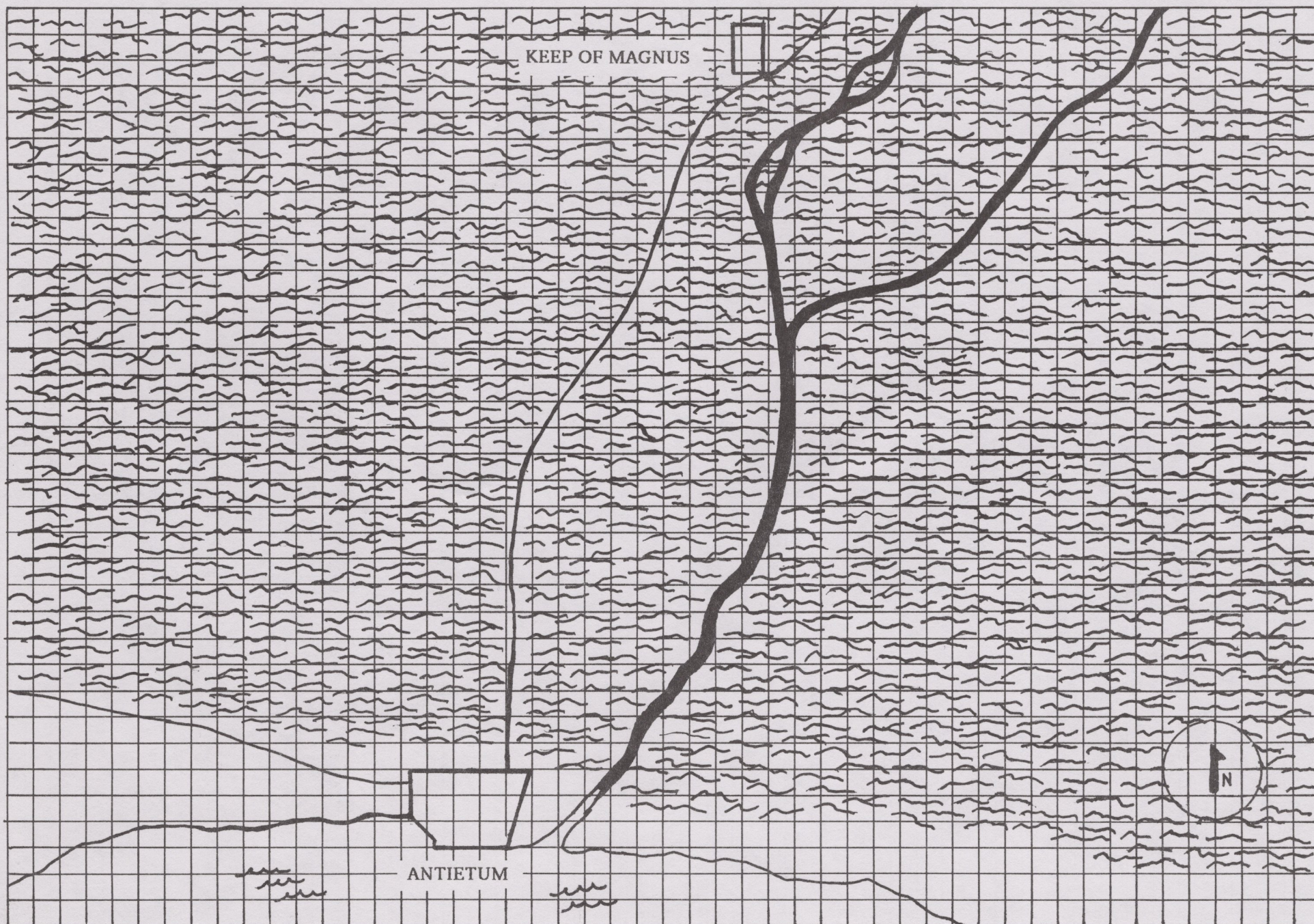
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Any other comments or suggestions?: _____

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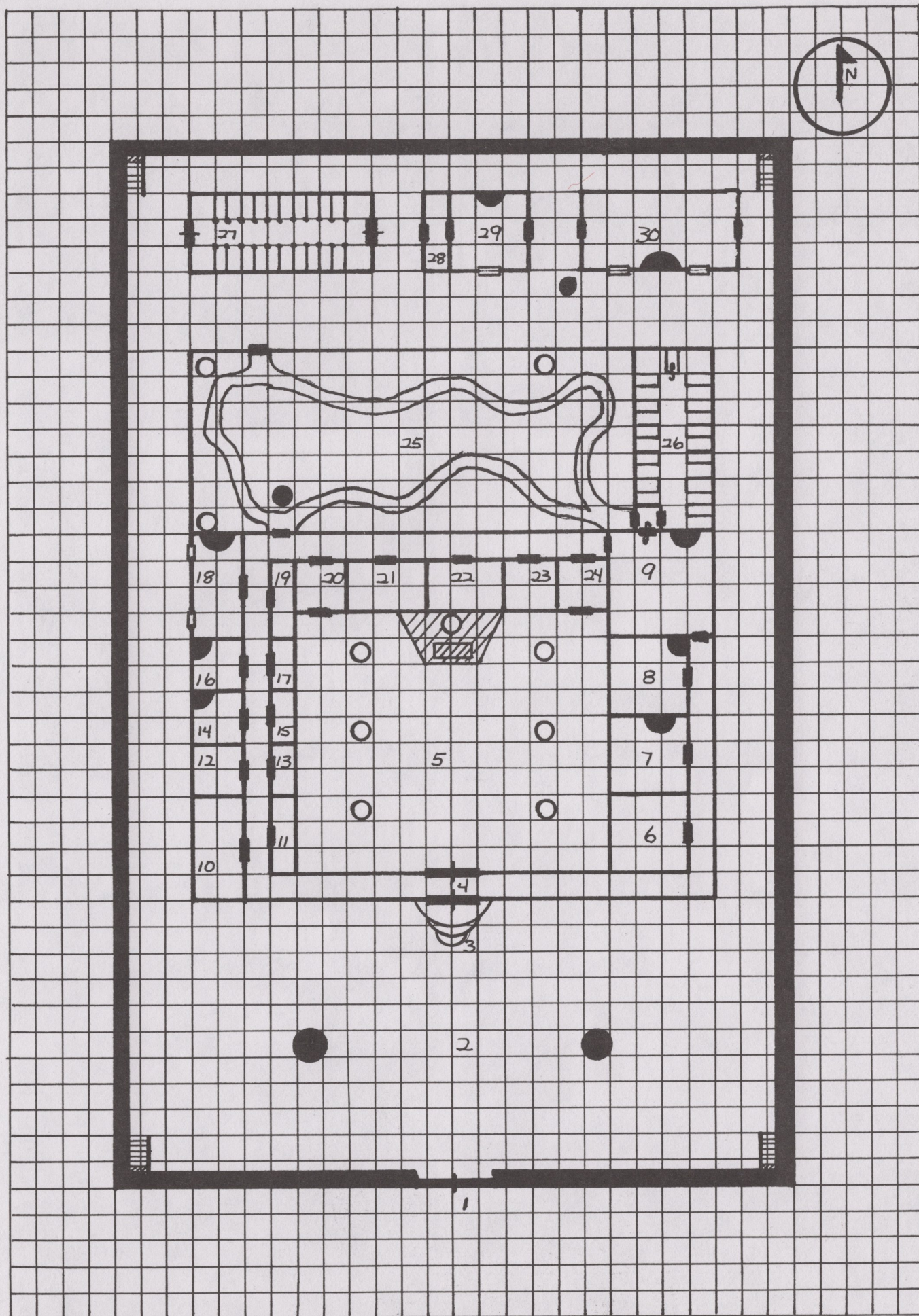
Door	
Secret Door	
Window	
Trap Door	
Hidden Trap Door	
Fireplace	
Stairs Up	
Stairs Down	
Well	
Pole	
Statue	
Fence	
Counter	
Raised Platform	
Lower Platform	
Mountain	
Flat land	
Forest	





THE COUNTRYSIDE OF ANTIETUM

MAP 2



THE KEEP OF MAGNUS - LEVEL 1

1 Square = 5 ft.

